



## AMENDMENTS TO THE CLAIMS

Please amend claims 1, 2, 5, 6, 7 and 10, and add claims 13 and 14 as follows. This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) An editing system comprising:

a timeline interface having at least one interactive track for interactive content and at least one track for time-based media, wherein interactive content may be associated with a point in time on the at least one track for interactive content; and

means for allowing a user to place interactive content on the at least one interactive track according to a selection of whether the interactive content is placed on the at least one interactive track associated with either at a point in time with a locator object, wherein a locator object is an object that is attached to a source clip object in the timeline at a specified point in time on the clip, or for a duration with a source clip object, wherein a source clip object is an object that has a start position and a duration in the track on the at least one interactive track.

2. (Currently Amended) The editing system of claim 1, further comprising:

a bin for storing interactive content;

means for importing interactive content into the bin such that interactive content is represented by an object in the bin, wherein the object is associated with a unique reference to the interactive content, and wherein information describing the interactive content is stored as an attribute of the object;

wherein the means for allowing a user to place interactive content on the at least one interactive track accesses objects representing the interactive content from the bin; and

means for updating the information about describing the interactive content stored as an attribute of the object in the bin by accessing the interactive content using the unique reference in response to the user invoking a refresh operation.

3. (Original) The editing system of claim 2, wherein the interactive content is a trigger element and the unique reference includes a file name for a trigger file including a description of the trigger element and a unique identifier of the trigger element.

4. (Original) The editing system of claim 2, wherein the interactive content is a document and the unique reference includes a file name for the document.

5. (Currently Amended) The editing system of claim 1, further comprising:

a bin for storing interactive content;

means for importing interactive content into the bin such that ~~information about the interactive content is stored in the bin~~ interactive content is represented by an object in the bin, wherein information describing the interactive content is stored as an attribute of the object;

wherein the means for allowing a user to place interactive content on the at least one interactive track stores information about the placement of the interactive content as an attribute of the object used ~~for~~ to represent the interactive content.

6. (Currently Amended) The editing system of claim 1, wherein interactive content includes display information indicating information to be displayed in a display with the video from the at least one track for video, and a specification of size and spatial position of the video relative to the information to be displayed in the display, and the editing system further comprising:

means for playing back the program specified by the timeline interface including:

means for accessing the specification of the size and spatial position of the video for the interactive content corresponding to a point in time in the program; and

means for displaying the video and the display information of the interactive content according to the specification of the size and spatial position of the video relative to the information to be displayed in the display and the point in time in the program.

7. (Currently Amended) An editing system comprising:

a timeline interface for specifying a program having at least one interactive track for interactive content and at least one track for time-based media, wherein interactive content may be associated with a point in time on the at least one interactive track;

a bin for storing interactive content;

means for importing interactive content into the bin such that interactive content is represented by an object in the bin, wherein the object is associated with a unique reference to the interactive content, and wherein information describing the interactive content is stored as an attribute of the object;

means for allowing a user to place interactive content represented by an object selected from the bin on the at least one interactive track;

means for allowing a user to edit placement of the interactive content on the at least one interactive track; and

means for updating the information about describing the interactive content stored as an attribute of the object in the bin by accessing the interactive content using the unique reference in response to the user invoking a refresh operation ~~editing of the placement of the interactive content on the at least one interactive track.~~

8. (Original) The editing system of claim 7, wherein the interactive content is a trigger element and the unique reference includes a file name for a trigger file including a description of the trigger element and a unique identifier of the trigger element.

9. (Original) The editing system of claim 7, wherein the interactive content is a document and the unique reference includes a file name for the document.

10. (Currently Amended) An editing system comprising:

a timeline interface for specifying a program having at least one interactive track for interactive content and at least one track for video, wherein interactive content may be associated with a point in time on the at least one interactive track;

means for allowing a user to place interactive content on the at least one interactive track, wherein interactive content includes display information indicating information to be displayed in a display with the video from the at least one track for video, and a specification of size and spatial position of the video relative to the information to be displayed in the display; and

means for playing back the program specified by the timeline interface including:

means for accessing the specification of the size and spatial position of the video for the interactive content corresponding to a point in time in the program; and

means for displaying the video and the display information of the interactive content according to the specification of the size and spatial position of the video relative to the information to be displayed in the display and the point in time in the program.

11. (Original) The editing system of claim 10, further comprising:

means for allowing a user to select interactive content;

means for launching an authoring tool corresponding to the selected interactive content, and for causing the authoring tool to access and open for editing the selected interactive content.

12. (Previously Presented) The editing system of claim 10, further comprising:

means for allowing the user to place time-based media on a track using one of a source clip object and a locator object; and

means for allowing the user to perform editing operations that affect source clip objects and locator objects, whereby interactive content and time-based media are edited in the same manner to maintain synchronization.

13. (New) The editing system of claim 5, further comprising:

means for allowing a user to edit placement of the interactive content on the at least one interactive track; and

means for updating the information about the placement of the interactive content stored as an attribute of the object in the bin in response to editing of the placement of the interactive content on the at least one interactive track.

14. (New) The editing system of claim 7,

wherein information about the placement of the interactive content is stored as an attribute of the object used to represent the interactive content

and further comprising:

means for updating the information about the placement of the interactive content stored as an attribute of the object in the bin in response to editing of the placement of the interactive content on the at least one interactive track.